



City of Tempe Adult Sports
2021 Summer Basketball - Wednesday League - Silver Division
Escalante Multi-Generational Center, 2150 E Orange St

1	Tuckedin-Mitch Angle	4	Freedom Choppers-Daniel Figueroa
2	YBP-James Braksick	5	The Lakes-Cameron Legge
3	Bilbo Ballins-Chris Dunker	6	Vertically Challenged-Patrick O'Malley

Day	Date	Gym	6:30 PM	7:20 PM	8:10 PM
Wednesday	June 09	Escalante	1-2	4-5	3-6
Wednesday	June 16	Escalante	5-6	1-3	2-4
Wednesday	June 23	Escalante	1-4	2-6	3-5
Wednesday	June 30	Escalante	2-3	4-6	1-5
Wednesday	July 07	Escalante	3-4	2-5	1-6
Wednesday	July 14	Escalante	5-6	1-3	2-4
Wednesday	July 21	Escalante	4-5	1-2	3-6
Wednesday	July 28	Escalante	Single Elimination Tournament Day 1/2		
Wednesday	August 04	Escalante	Single Elimination Tournament Day 2/2		

For scores, standings and additional league information visit www.tempe.gov/escalante or call 480-350-5805

Uniform Requirements

- 1) Teams must wear jerseys/shirts with numbers on the back (front numbers are also recommended). City of Tempe staff will not tape/write numbers on shirts/jerseys. Reversible jerseys are highly recommended. Please come prepared otherwise team is subject to forfeit.
- 2) Skins vs shirts is not allowed.

Game/League Format

- 1) Two twenty (20) minute halves with a running clock (see below for end of first half and second half clock stoppage exceptions). Five (5) minute half time.
 - a.) During running clock time clock will only stop for team and officials timeouts.
 - b.) Clock will stop with one (1) minute left in the second half if the score difference between the two teams is under fifteen (15) points. Clock will not stop if there is a fifteen (15) point or greater spread in the last (1) minute of the second half.
- 2) Blowouts: Games will be called and become official with one minute remaining on the clock in the second half if the score difference is greater than 25 points.
- 3) Foul shots: Bonus at seven (7) fouls, Double Bonus at ten (10) fouls.
- 4) Timeouts: Two (2) timeouts per half.
- 5) Overtime: Tie game after regulation play (season game) will have one (1) three (3) minute overtime with one (1) timeout per team. If this overtime ends in a tie there will be a sudden death period starting with a jump ball at half court. First team to score wins the game.
- 6) Minimum number of players: minimum number of players to start a game is four players. A team may play three players during a game (such as losing a player due to injury or fouling out).
- 7) 10-minute grace period. Time comes off the clock. Clock will be started at game time.

Player and Team Conduct

- 1) Profanity and unsporting behavior will not be tolerated.
- 2) Any player receiving a technical foul for unsporting behavior will have to sit out two (2) minutes of clock time.
- 3) Technical fouls will result in two (2) points being awarded (no shots taken) to the opposing team AND possession (opposing team) at half court.
- 4) Any team receiving three (3) technical fouls for unsporting behavior, with the exception of Delay of Game, automatically forfeits the game.
- 5) Automatic time out charged to the team charged with a technical foul called on any player/coach. If team has no time outs remaining, then "officials time out".
- 6) Any player ejected from a game will automatically be suspended from the next game (this applies to the regular season and tournament play). More games may be assessed pending further review by the Adult Sports Recreation Coordinator. Ejected player MUST leave the facility immediately.
- 7) No dunking at any time. Dunking will result in a technical foul being assessed and the dunking player being ejected.
- 8) Water only in the gym. No sports drinks or food is allowed in the gym per request of the City of Tempe recreational facilities.
- 9) Team managers are responsible for the overall conduct of the players on their teams.
- 10) Team managers are responsible to make sure their players know all the rules.

If you have any questions please contact Jennifer Gall at 480.350.5805 or jennifer_gall@tempe.gov